IMAGIC
FATHOM™
STATUS
CONTROL SEAGULL & DOLPHIN
740026-1A
©1983 IMAGIC

IMAGIC

FATHOM™

GAME PROGRAM INSTRUCTIONS

Titans have imprisoned Neptina, Neptune's daughter! They've shattered his magical Trident and scattered its pieces far and wide. Without his Trident, Neptune is powerless.

Proteus, a member of Neptune's Court, longs to free the lovely mermaid. He sets out to find the missing pieces of the Trident. He roams land and sea, changing from a seagull to a dolphin and back again in order to deceive the mermaid's captors. Deadly trials confront Proteus – screaming flocks of black birds, erupting volcanoes, octopuses, tangled beds of kelp, even sharks and giant squid! But he fights on valiantly!

OBJECTIVES:

- ★ Locate the four missing pieces of Neptune's Trident and free Neptune's daughter up to eight times from her prison at the bottom of the sea.
- ★ Switch forms from dolphin to seagull to search the sky and sea for the four Trident pieces.
  - ★ Learn to make stars appear in the sky. Stars are your key to finding Trident pieces in the air!
  - ★ Touch all the sea horses you come across – they are your source of Trident pieces in the sea!
- ★ Once you have the Trident, swim to the bottom of the sea and free Neptina.
- ★ Then swim for the surface, change forms and fly over the volcano to the right in order to reach the next sea – and an even greater challenge!

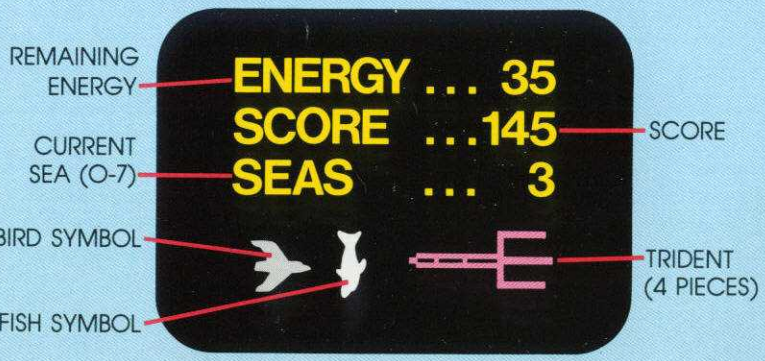
Hurry! Energy is trickling away!

GETTING STARTED

- ★ Insert cartridge and turn power **on.**
- ★ To begin action: Press Reset.
- ★ Press disk to move seagull or dolphin.
- ★ To begin Fathom again after running out of energy, press any keypad number.
- ★ To begin a new game after conquering all eight seas, press Reset.
- ★ Use either hand controller.

FATHOM IS A ONE-PLAYER GAME

STATUS SCREEN



Consult the Status Screen at any time during a game.

- ★ To call up the Status Screen, press O on the controller keypad.
  - ★ You use no energy points while the Status Screen is displayed.
- ★ To resume action, press O again.

Energy

- ★ You begin each new Sea with 100 energy points.
- ★ You consume one unit of energy every two seconds.
- ★ Touching any obstacles except sardines, sea horses and clouds costs you energy points. The more advanced the wave, the more points a collision costs you.
- ★ Clouds, sardines and sea horses earn you energy points. The more advanced the wave, the more points you receive.
- ★ The seagull or dolphin will change colors when you are low on energy.
- ★ Conserve energy! The number of energy points left in reserve each time you free Neptina is added to your score.
- ★ Careful! Once you've freed Neptina, you still need enough energy to:
  - ★ Return to the surface.
  - ★ Change back into a seagull.
  - ★ Fly across a volcano to reach the next Sea and greater challenges.

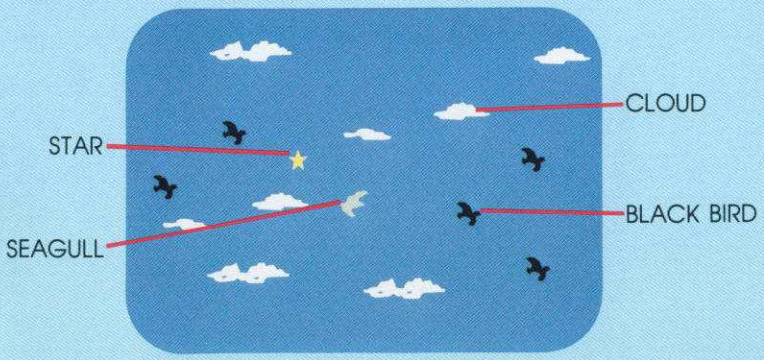
Seas

- ★ There are eight seas you must reach, numbered O through 7.
- ★ Once Neptina has been freed, you can only reach a new Sea as a seagull.

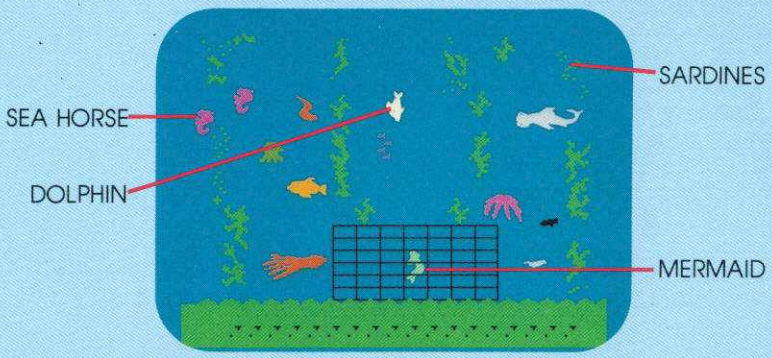
WINGIN' IT

You begin every game as a seagull floating on the waves.

- ★ Flap your wings each time you press the disk. The more often you press, the faster you'll fly in any direction.



- ★ Press the disk in the direction you wish to fly.
- ★ Once clouds appear at sea level, you can fly up.
- ★ Avoid running into black birds. Collisions subtract points from your energy supply!
- ★ You earn points for every CLOUD you touch.
  - ★ A star **may** appear if you touch all the clouds in one section of the sky **before** leaving that section.
  - ★ Touch any stars that appear. Remember: Stars are your key to finding pieces of the Trident!
    - ★ Trident pieces appear at the bottom of the Status Screen.
- ★ Touch the correct clouds and you will acquire a FISH symbol. With it you can change into a dolphin.



DIVING DOLPHIN

- ★ When you have acquired a FISH symbol you can change from a seagull into a dolphin. Fly back to the dolphin and land on top of him.
  - ★ To swim, press and hold the disk in the direction you wish to move. Release the disk to stop swimming.
- ★ Touching any fish other than sardines costs you energy points.
- ★ Touching seaweed costs energy points, too. The longer you struggle, the more energy you use.
- ★ SARDINES give you energy points. Eat all you can.
- ★ Touch all the SEA HORSES you can.
  - ★ You earn points for every sea horse you touch.
  - ★ In addition to energy points, you can acquire a piece or pieces of the Trident by touching sea horses.

★ Touch the correct sea horses and a BIRD symbol appears on the Status Screen. With it you can change into a seagull when you surface.

NOTE: It is important to touch sea horses until you find the bird symbol. You will need it in order to change back into a seagull and fly over a volcano to the next Sea after you've freed Neptina.

FLYING THE HORIZON

★ Each time you free Neptina, advance to the next Sea by flying across the volcano to the right of where you surface.

★ Once you cross a volcano, you cannot go back!

★ Don't touch erupting volcanoes! The hot lava sears the seagull and the game ends.

SCORING

★ When you dissolve Neptina's cage and touch her, the number of energy points you have left at that time is automatically added to your score. Your score increases by that amount while your energy supply remains the same.

★ In addition, you receive a BONUS:

WAVE	BONUS
0 & 1	10
2 & 3	20
4, 5 & 6	30
7	40

For a high score:

★ Run into all the clouds, sea horses and sardines you can. They're worth points.

★ Avoid obstacles – black birds, seaweed, volcano eruptions, lava and all fish except sardines and sea horses. They cost you points!

GAME ENDS when:

★ Your energy points reach zero.

★ You successfully complete all 8 Seas.

★ You run into lava.

★ The Status Screen appears, displaying your final score, and the number of the Sea you reached.

SURVIVING LEVEL ONE!

Here's how to fly and fin your way through Sea O. After that you're on your own!

As a seagull, fly to the left. When clouds appear, fly up. Touch all the clouds you find in the first section of sky above sea level. A star will then appear. Touch it.

Next, call up the Status Screen by pressing zero – you'll see a fish symbol plus a piece of the Trident. Not bad!

Next, return to sea level. Fly to the right, past the dolphin. When you reach clouds at sea level, fly up. Touch all the clouds in the first section you reach and then in the next higher section of sky, as well as the star that will appear in each of those sections when you've touched all the clouds there.

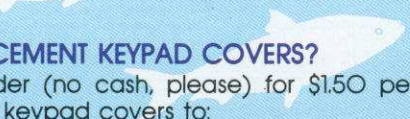
Call up the Status Screen. You'll see you have found another piece of the Trident.

Fly back to the dolphin and come to rest on the surface of the sea. You've made the transformation – now swim for the bottom!

As the dolphin swims down, avoid all obstacles while touching all sea horses and sardines. Check the Status Screen regularly. Once you have the bird symbol and all four pieces of the Trident, swim for the bottom of the sea. Hurry! Your energy is still being consumed.

When you reach Neptina, touch the cage. It will dissolve. When it's gone, swim over and nudge the grateful mermaid. She'll swim off to safety.

Your trials aren't over yet. Return to the surface, avoiding all obstacles. When you reach the surface, change back into the seagull and fly to the right. You must cross a volcano in order to reach the next Sea and an even tougher challenge!



NEED REPLACEMENT KEYPAD COVERS?

Mail check or money order (no cash, please) for $1.50 per set of 2 keypad covers to:

IMAGIC Replacement Covers
P.O. Box 31001
Los Gatos, CA 95031

Enclose your name, address and telephone number. **Be sure to include the name of the game!** Allow 4 to 6 weeks for delivery.

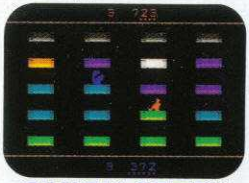
LOOK WHAT'S NEW FROM IMAGIC!

MOONSWEEPER™

Incredible 3-D graphics!
Land on Jupiter's moons if you dare! Rescue stranded miners but watch out for the towers. Then take off for other moons and trickier trials.

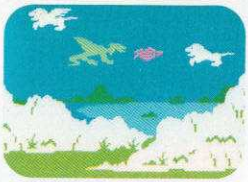
FATHOM™

Two games in one with over 150 game screens! Change from seagull to dolphin in your search for Neptune's Trident. Avoid perils of sky and sea and free the entrapped mermaid!



QUICK STEP™

You'll need fancy foot work for this one! Claim possession of trampolines by jumping on them to change them to your color. Freeze your opponent but don't fall off!



WING WAR™

A medieval fantasy!
Flap your wings and fly out of your den. Gather precious crystals and eggs but beware of griffins and other enemies. Can you find the super crystal?

LASER GATES™

An electrifying experience!
Destroy the diabolical computers before they destroy the universe. But watch out for flashing laser gates and other computer generated menaces!

SUBTERRANEA™

Fast and furious flying!
Conquer creepy caverns full of winged warriors as you descend into caves past energizing rods. Do you dare to delve deeper?

Also look for titles such as Nova Blast™, Dragonfire™, Demon Attack®, and Microsurgeon™ coming out on new systems.

AVAILABILITY:	ATARI 2600	ATARI 5200	INTELLI-VISION	COLECO VISION	ATARI COMPUTERS	COMMOD. VIC-20	TI 99/4A
Fathom	*	*	*	*	*		*
Wing War	*	*	*	*	*		*
Moonsweeper	*	*	*	*	*	*	*
Laser Gates	*	*			*		
Quick Step	*	*			*		
Subterranea	*						

All game screens shown on Atari 2600 except for Wing War which is shown on Intellivision.

IMAGIC

IMAGIC
VIDEO GAME CARTRIDGE
TWO YEAR LIMITED WARRANTY

Imagic warrants to the original consumer purchaser of this Imagic video game cartridge that it will be free from defects in materials and workmanship for TWO YEARS from the date of purchase. If this cartridge is discovered to be defective within the warranty period, Imagic, at its option, will either repair or replace this cartridge free of charge, upon receipt of the cartridge, postage prepaid, with proof of date of purchase, at the following location:

IMAGIC
Consumer Affairs
981 University Avenue
Los Gatos, CA 95030

This warranty is limited to electronic and mechanical parts contained within the cartridge. It is not applicable to normal wear and tear and is not applicable and shall be void if the defect has arisen through, or the cartridge shows signs of, misuse, excessive wear, modifications, or tampering.

THIS WARRANTY IS IN LIEU OF ALL OTHER EXPRESS WARRANTIES OR REPRESENTATIONS. ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS, ARE LIMITED TO A PERIOD OF TWO YEARS FROM THE DATE OF PURCHASE. IMAGIC IS NOT LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES ON THIS CARTRIDGE.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the limitations or exclusions set forth above may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

IMAGIC
Consumer Affairs
Kathleen Boothe
P.O. Box 31001
Los Gatos, CA 95031

Game Program designed by Dave Durran

©1983 IMAGIC. All Rights Reserved.
Printed in USA
700026-1A